



*Register online at*  
**www.eagamereg.com**

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

**EmuMovies**

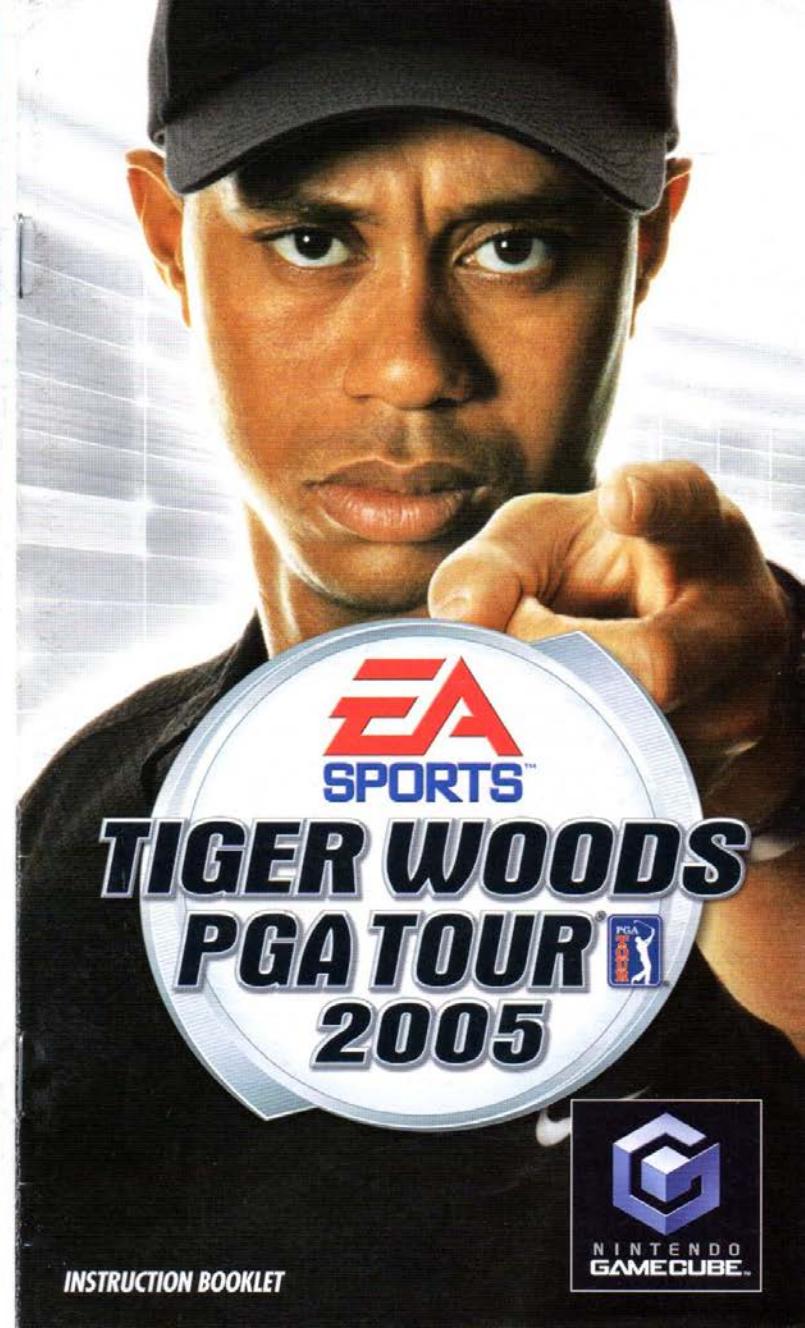
*It's Fast. It's Easy. It's Worth It!*



\*Offer will be sent via email, after registration and survey submission. Offer expires 30 days from email sent date. Offer valid for new purchase only from www.eastore.ea.com. Value of discount will be deducted from product list price. Offer subject to change without notice. Customers are responsible for shipping, handling and applicable sales tax. Offer cannot be combined with any other reward offer, gift card, rebate or discount coupon. Valid only in the US, Canada and Mexico. Offer may not be substituted, exchanged, sold, or redeemed for cash or other goods or services. Void where prohibited, taxed or restricted by law.

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG, all associated logos and EA STORE are trademarks, registered trademarks or service marks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTSTM, EA SPORTS BIGTM, and EA GAMES™ are Electronic Arts™ brands. 1479905 Printed in USA



**INSTRUCTION BOOKLET**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

---

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1-4 Player  
Simultaneous

THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.



Memory  
Card

THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

## GETTING STARTED

### NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert *Tiger Woods PGA TOUR 2005* Game Disc 1 into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *Tiger Woods PGA TOUR 2005* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Tiger Woods PGA TOUR 2005* title screen, press **START/PAUSE** to advance to the Main menu.

## CONTENTS

<b>COMMAND REFERENCE</b>	4
<b>COMPLETE CONTROLS</b>	4
<b>SETTING UP THE GAME</b>	7
<b>PLAYING THE GAME</b>	7
GAME SCREEN	7
<b>MY LEGENDS PURSUIT</b>	8
<b>TIGER PROOFING</b>	9
<b>GAME MODES</b>	9
<b>EA SPORTS GAME FACE II</b>	10
<b>SAVING AND LOADING</b>	11
<b>LIMITED 90-DAY WARRANTY</b>	11

For more info about this and other titles, check out EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

# COMMAND REFERENCE

## NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



### MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ↗
Change highlighted item	+Control Pad or Control Stick ↙
Select/Go to next screen	A Button
Cancel/Return to previous screen	Y Button

# COMPLETE CONTROLS

Master these five simple steps and you'll be well on your way to becoming a legend on the links.

### STEP 1: SET UP THE DRIVE



### NEW BALL IN STANCE (BALL POSITION)

Where you stand in relation to the ball while swinging allows you to fine tune every shot. Press the R Button + the Z Button to adjust your positioning. Greater trajectory and less roll are achieved with a forward stance, while moving back results in lower trajectory and more roll.

### STEP 2: SWING

Push the Control Stick straight back to begin your backswing—the closer you get to the peak of your backswing, the closer your swing will be to 100% power.



Push the Control Stick ↑ to downswing



Push the Control Stick back diagonally then up in an opposite straight line to draw or fade the shot.

Ball hooks right



Ball hooks left



### STEP 3: CONTROL THE BALL IN-FLIGHT

Watch a replay of the shot

Increase the speed of the shot



Press the Z Button while moving the Control Stick or C Stick in the direction you want to put spin on the ball—the more times you press, the more spin you'll achieve. You cannot spin the ball out of the rough or sand when playing under TOUR Difficulty (see p. 7).

Use a mulligan if ON

### STEP 4: SHORT GAME

To stay in the hunt consistently, you'll need to work on your short game.

#### USING IRONS AND WEDGES

Pull out an iron when you need precision more than power. Be sure to shorten your backswing if the club's potential power is more than the distance of the shot. For example, if your pitching wedge can hit the ball 90 yards, but the pin is only 45 yards away, only use half of your backswing.

#### RECOVERING FROM HAZARDS

Even the legends find themselves in deep rough or a sand trap every now and then. Being able to recover from such lies is crucial to saving par. Make sure you check the current lie before shooting (see *Game Screen* p. 7). If your ball is buried more than half way, you'll want to use much more club than you normally would.

## CHIPPING CONTROL

When you're just off the green, a chip shot may be your best option. Adjust the targeting marker based on the distance to the cup and the undulation of the green, and then chip away.

## STEP 5: PUTT

### SET UP THE PUTT



### SINK THE PUTT

Maximum putting power is determined by the location of the targeting marker. The key to good putting is to pull back and to follow-through cleanly to strike the ball well.



### NEW TIGER VISION

Now, you can line up puts the way Tiger Woods does. You are only allowed to use Tiger Vision a certain number of times in a round because it gives you such a great chance at making the putt. Just line up your targeting marker to the spot provided by Tiger Vision, and the putt is as good as sunk.

### SHOT SELECTION

Sometimes the default shot type is not your best option in a given situation. For example, if you're under some trees, your best shot type would be a punch shot. The following are descriptions of the six shot types:

<b>Full</b>	Set up a full swing with the selected club.
<b>Punch</b>	Produce a low-trajectory shot to minimize the effects of wind, or to shoot from under tree cover.
<b>Pitch</b>	Places the ball on the green with minimal roll from up to 59 yards away.
<b>Flop</b>	With a higher trajectory and less roll, this wedge shot has a maximum distance of 50 yards. Use it to fly over obstacles or to stick the ball on the green.
<b>Chip</b>	A useful shot when you are too far away for the putter.
<b>Putt</b>	When on the green, you putt the ball along the ground to the cup.

## SETTING UP THE GAME

Compete against the best players in the world on 11 authentic courses from the PGA TOUR, as well as three original design courses. Challenge other golfers in more than 20 different golf formats.

### PLAY NOW

When playing for the first time, the Play Now feature provides a tutorial on everything you need to know to play with the pros. To play other game modes, you must pass the first test. Once you've completed the tutorials, Play Now launches the next event in your quest to becoming a Legend.

**NOTE:** Once you've completed the tutorials with a Nintendo GameCube™ Memory Card Inserted, you won't be prompted to play the tutorial again upon boot up, but you can find it under Traditional Games for later reference.

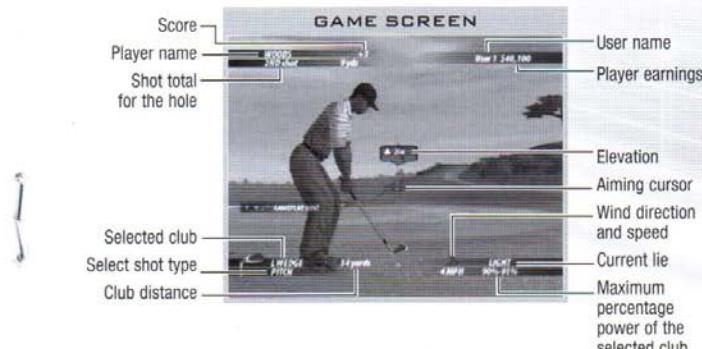
**NOTE:** Press the L Button to bypass the Tutorial and go straight into Legend Pursuit or other Game Modes.

### NEW TOUR DIFFICULTY

Early in your career, you'll unlock the new TOUR Difficulty mode, which allows you to play at a much higher level of difficulty. From challenging you to read the course without help, to requiring you to stay consistent with your swing, TOUR Difficulty makes you reconsider aggressive shot taking. Your reward for playing with TOUR Difficulty ON is increased earnings for every match you win and the prestige and satisfaction of playing at the highest level of competition.

## PLAYING THE GAME

The only way to shoot scores like the pros is to review and understand everything on the screen before each shot. One lapse in concentration can cost you a match.



## MY LEGENDS PURSUIT

The fastest way to solidify your status as a golfing legend is to take on the legends themselves like Jack Nicklaus, Arnold Palmer, Ben Hogan, Seve Ballesteros, and Gary Player.

### LEGEND TOUR

You'll have to earn the right to play against the all-time greats by working your way through a series of challenges against real-life and fantasy golfers on regular, Tiger Proofed (see p. 9), and Compilation Courses.

⇒ Winning matches in Legends Tour is a great way to earn some serious cash and Legend Coins (see p. 9).

### LEGEND SCENARIOS

Each of the five legends in *Tiger Woods PGA TOUR 2005* is famous for certain attributes. Earn cash and medals by completing a series of scenarios tied to those attributes. For example, Seve Ballesteros is known for his recovery skills, so his scenarios test that aspect of your game.

### PGA TOUR® SEASON

For the first time, up to four players can compete in the PGA TOUR Season mode, with one player owning the Season and the other three players playing as guests. You can play through ten full seasons, each complete with leaderboards and stat tracking.

- ❖ Guests can only earn cash and stats.
- ❖ If guests win a tournament, it does not apply to their own season.
- ❖ Guests cannot be added after the first round or after they've been removed, and they can't be changed once a tournament is in progress.

### MY DREAM 18

Here's your chance to create the ultimate golf course. With the Legend Coins you earn in various game modes, purchase any unlocked courses, and then buy course customizations for them using Tiger Proofing (see p. 9).

### DREAM 18 PRESTIGE LEVEL

Build your course hole by hole, steadily increasing the overall prestige of the course, which in turn attracts legends. Make it tough because the legends won't waste their time playing on an easy course.

- ❖ Keep track of your Dream 18 Prestige level on the Summary screen.

### DESIGN SECRETS

Opponents you defeat offer tips about what they look for in a course. Apply these secrets to your Dream 18 to increase the course's prestige, and the legends will come calling in no time.

## ALL-NEW TIGER PROOFING

For the first time, you can create courses that even Tiger Woods will fear. Cash in Legend Coins (see below) to modify any of the available courses in the game to create the uniquely challenging course you've always wanted. From lengthier Tiger Tees, narrowed fairways, sculpted greens, massive bunkers, deep rough, and much more, the possibilities are endless.

To Tiger Proof a course, simply choose the course you want to modify, then alter any of the course's features by using the sliders. You can watch the impact of your changes on-screen as you move the sliders. Here's a description of the some of the sliders. The others should be self explanatory.

### WET/DRY

*Fairway and Green* Wet indicates slow conditions (less roll); Dry speeds things up (more roll).

*Bunker* A wet bunker produces better sand lies; a dry bunker is more receptive for "plugging" the ball deep in the sand, which results in difficult lies.

### UPKEEP

*Fairway, Green, and Rough* Changes the course from pristine to terrible. The lower the upkeep the better the chance of the ball taking an unfavorable or random bounce.

### FOLIAGE DENSITY

*Environment* Modifies your chances of the ball colliding with branches or leaves. Your odds of getting hung up in the trees are greater as you increase the slider.

Once you've modified the course to your liking, save it. It's then available for play from then on in all Traditional game modes. When you see the TW logo on the loading screen, you'll know that hole/course has been Tiger Proofed.

### LEGEND COINS

This is the currency needed to purchase course modifications. You earn these tokens by successfully competing in certain game modes.

## GAME MODES

From the traditional to the not-so traditional, each of these game modes give you a chance to keep the game fresh and mix it up on the links.

### TRADITIONAL GAMES

Play by yourself or take on your friends in these eight traditional game modes. Each game is described in detail when highlighted on screen.

### REAL TIME EVENTS

During the calendar year, you can participate in special events on select days such as player birthdays and holidays. Some events may also unlock various Pro Shop items.

**NOTE:** Real time events are based on the settings in your system's internal clock. Please see the documentation that came with your gaming system for more information.

## BATTLE GOLF

This is a Match Play game where the winner of each hole is allowed to remove a club from his opponent's bag or add one back to his own. The golfer who wins the most holes is declared the winner.

## SKILLZONE

Each of the five SkillZone games has three challenging environments where you can earn cash while showing your pinpoint skills off the tee.

## EA SPORTS™ GAME FACE II

The most complete player design system ever seen in a video game just got even better. From tattoos and piercings to the scar on your cheek, create anyone from age eight to eighty with this mind-blowing tool that lets you customize every detail of your character, while adorning him or her with the top clothing and gear available. Use cash to add more gear, clubs, and abilities to your personalized golfer.

Use these sections to customize your golfer exactly the way you want:

<b>Attributes</b>	Purchasing attributes is the only way to hang with the Pros. Each attribute is described on screen when highlighted.
<b>Face/Body</b>	Change your golfer's appearance.
<b>Animations</b>	Customize your swing using the new Create-A-Swing feature (see below) and purchase animations that are played based on your golfer's performance on the course.
<b>Equipment</b>	Buying better equipment improves your attributes. For example, a good driver can increase your power rating. Check the Featured Items section on a regular basis for special deals.
<b>Apparel</b>	Get a new look for yourself by buying shirts, pants, headwear, shoes, and other apparel. Certain apparel can help your luck.
<b>Accessories</b>	Keep the sun out of your eyes or purchase just the right set of gloves.
<b>In the Bag</b>	Select the clubs you'll carry. You must have at least one driver, a sand wedge, a putter, and a 5-iron.
<b>Logos/Tattoos</b>	Select and design tattoos that you can put on your golfer or logos for his clothing.
<b>Pro Shop Search</b>	Fill in the search parameters to find what you're looking for in the Pro Shop.

## NEW CREATE-A-SWING

From the funkiest swing imaginable to a picture-perfect masterpiece, create your own unique swing with all the intricacies you can think of.

❖ Access Create-A-Swing from the Animations section of Game Face II.

## SAVING AND LOADING

Don't let all your hard work go to waste. After creating a user profile or completing a round, be sure to save your progress.

In My Legends Pursuit, you can save the game at the end of each round or scenario. All other game modes save only the money you earned.

**NOTE:** Never insert or remove a Memory Card when loading or saving files.

**NOTE:** If your Memory Card contains a saved file from certain other Electronic Arts™ titles you can get a jump-start on your *Tiger Woods PGA TOUR 2005* career.

## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect. This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>  
Phone: (650) 628-1900

### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

### NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

**TECHNICAL SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322.

### TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>  
Mailing Address: Electronic Arts Technical Support, P.O. Box 9025, Redwood City CA 94063-9025  
If you live outside of the United States, you can contact one of our other offices:  
In Australia, contact:  
Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia  
In the United Kingdom, contact:  
Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

**Package Cover Photography:** Dylan Coulter

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The mark "TIGERWOODS" and the TW Logo are trademarks of ETW Corp. and may not be used, in whole or in part, without the prior written consent of ETW Corp. The name, likeness and other attributes of Tiger Woods reproduced on this product are trademarks, copyrighted designs and/or other forms of intellectual property that are the exclusive property of ETW Corp. or Tiger Woods and may not be used, in whole or in part, without the prior written consent of ETW Corp. or Tiger Woods.

PGA TOUR, PGA TOUR and Swinging Golfer design, TPC, TPC and Swinging Golfer design and TPC at Sawgrass are trademarks of PGA TOUR, INC. and used by permission.

Pebble Beach, Pebble Beach Golf Links, The Lone Cypress, the Heritage logo, their distinctive images, and individual golf hole designs are trademarks, service marks, and trade dress of Pebble Beach Company. Used under license by Electronic Arts.

Colonial Country Club name and logo are registered trademarks of Colonial Country Club. © 2004 Colonial Country Club. All rights reserved.

Electronic Arts Inc. is the official licensee of St Andrews Links for Tiger Woods PGA TOUR® 2005. A portion of the proceeds from the sale of this product are contributed towards the preservation and maintenance of the historic golf courses at St Andrews Links including the Old Course.

All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

True Temper, Grafalloy and TX-90 are registered trademarks of True Temper Sports, Inc.

The following are registered trademarks and trademarks owned by Callaway Golf Company: Big Bertha®, C & Design®, Callaway Golf®, Callaway Golf and Design®, Chevron Device®, DFX®, Great Big Bertha®, HX®, Odyssey® Odyssey Swirl Device®, Steelhead®, 2-Ball Design®, White Hot®, X-16®, ERC®, Fusion®, Tour Blue™, Dual Zone™, and Dawn Patrol™.

OAKLEY®, Ellipse Logo®, Static Icon®, CRUSH®, D.5°, DETONATOR®, DAISY CUTTER®, HALF JACKET™, M FRAME®, NECK TIE™, OVERDRIVE™, POCKET® SPICE™, TIME BOMB®, TUXEDO™, WIRETAP™, RADAR™ and STRAIGHT JACKET™ are registered trademarks and trademarks of Oakley, Inc.

NIKE, the SWOOSH name and design, NIKE GOLF, AIR DESCHUTZ, AIR GO, AIR MAX SUMMER, BLUE CHIP, CLIMA-FIT, CPR, DRI-FIT, DURA FEEL, DURACOMFORT, ELITE FEEL, HYPERION, IGNITE, NIKE AIR, NIKE ONE, NIKE PRECISION POWER DISTANCE SUPER SOFT, NIKE PRECISION POWER DISTANCE SUPER FAR, NIKE PRECISION POWER DISTANCE SUPER FLY, NIKE T-40, PRO COMBO, SLINGSHOT, SP-5, STORM-FIT, TA2 SPN, TA2 LNG, TARJ, TECH FEEL, THERMA-FIT, VERSADNA, are trademarks of Nike, Inc. and its affiliates in various countries throughout the world.

The Golden Bear logo is a registered trademark of Golden Bear International and Golden Bear Golf.

The Arnold Palmer umbrella is a registered trademark and may not be used without the prior written consent of Arnold Palmer Enterprises, Inc.

The Black Knight logo is copyright of Black Knight International, LLC

The SB logo is copyright of Severiano Ballesteros and his group of companies

DUNLOP®, the flying-D logo are registered trademarks and the property of DNA (HOUSEMARKS) LIMITED. LoCo®, RG Designs and RedNeck are trademarks and the exclusive property of Focus Golf Systems, Inc. © 2003, Focus Golf System, Inc. All rights reserved.

PING, Si3, i3+, G2, G2i, TFC, S59, Craz-E, TISI Tec, Ansor and Specify are trademarks of Karsten Manufacturing Corporation.

TaylorMade, the TaylorMade logo, adidas and the adidas logo are registered trade marks of TaylorMade Golf Company, Inc. dba TaylorMade-adidas Golf Company and the adidas-Salomon group, respectively, used with permission.

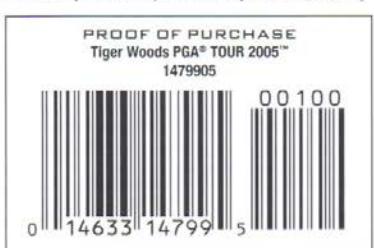
King Cobra Comp, King Cobra SS-i, King Cobra SZ and Cobra Aussie Series are trademarks of and are used with the permission of Acushnet Company.

Cleveland, Tour Action, Launcher, Never Compromise and Voodoo are registered trademarks of Cleveland Golf.

The trademark "TAG Heuer" and all trademarks used in relation to TAG Heuer's products as well as all designs, patents and images subjects of intellectual property rights are exclusively owned by TAG Heuer SA. All rights are reserved. DivX™ video provided by Factor 5 and DivXNetworks.

#### IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any



## SAVE YOUR SEASONS

Use Nintendo's 1019 Memory Card  
to save entire EA SPORTS™ Seasons.

Madden NFL 2005 • NBA LIVE 2005  
Tiger Woods PGA TOUR® 2005 • NHL® 2005  
NASCAR® 2005: Chase for the Cup™  
FIFA Soccer 2005 • NCAA® Football 2005

